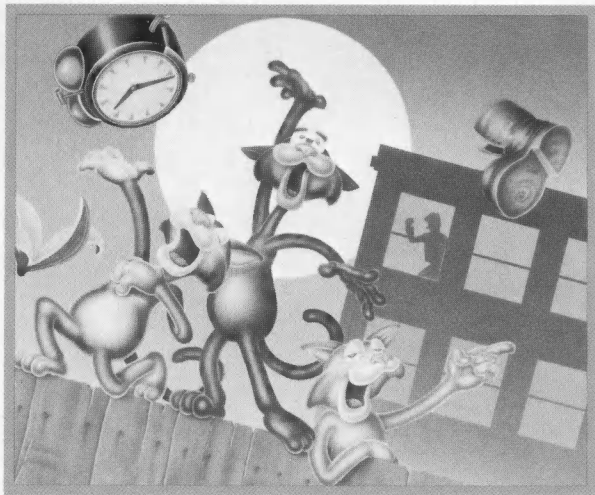


ZiMAG™ GAME INSTRUCTIONS

CAT-NAP®

GAME DESIGNED BY STEVE GROSS





To protect the electronic components of your Atari® Computer, be sure to switch to off when inserting or removing a diskette, cassette or ROM for the Atari® 400/800™ Personal Computer.

SETTING UP

For Diskette:

1. Turn on Monitor or TV
2. Insert Diskette in drive, close drive door and turn drive on
3. Turn on the 400/800 console
4. The game will load automatically

For Cassette:

1. Turn on Monitor or TV
2. Load Cassette in drive and rewind
3. Depress play button or cassette drive
4. Turn on the 400/800 console
5. Type LOAD "C"
6. The game will load

For ROM Cartridges:

1. Insert cartridge in the left slot on the 800 or the center slot of the 400
2. Close door
3. The game will load

HANDLING THE CHALLENGE

Oh no! Not again! Can you believe those cats are making all that racket? And just outside your window! If you are ever to get back to bed you have to take steps—now. But don't wake the dog—he makes more noise than the cats. A game of skill and chance that will leave you howling for more—after, of course, a good night's sleep.

READY, AIM, FIRE

Yelling at those darn cats didn't work, so it's time to take more drastic measures. Like throwing alarm clocks, boots and banana peels at them. That'll shut 'em up!

Your hand (Figure 1) is the first thing to appear on the screen. After you see it, press the action button on your joystick and the hand will appear on the selection bar (Figure 2). That's how you choose the object you want to throw. Move the joystick right or left over the objects, putting the hand over the silencer of your choice.

Press the action button once and the hand holding your object will appear in one of the three lighted windows. Now you're ready to aim.

To aim, move the hand left or right. This may put you in a different window than you started out in. The object you're throwing will fly in direct relation to the position of your hand (Figure 3).

To fire, press the action button once more. And get ready to go back to bed.



Figure 1



Figure 2

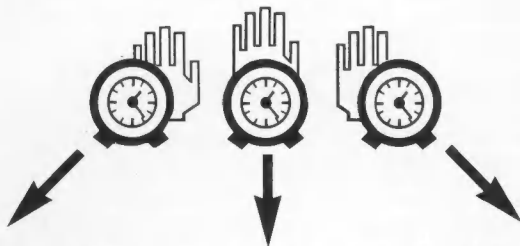


Figure 3. Objects move in direct relation to your hand.

GAME SELECTION

Your CAT-NAP game has five different game variations. The only difference between them is the level of difficulty, with game #1 being the easiest and game #5 being the hardest. You can select your variation before you begin playing by pressing the "game select" button on your Atari Home Computer console. Once you've done that and want to start playing, press the "start" button. For convenience, after you finish one game, you can start another by pressing the action button on your joystick controller.

WINNING

You have to be wide awake to win at CAT-NAP. Because it takes keeping the screen quiet for five seconds and falling asleep. (Easier said than done.)

After one second, the clock will start counting to five. And if you make it all the way, a 'congratulations' message will appear along with your time and the best time scored.

GAME FEATURES

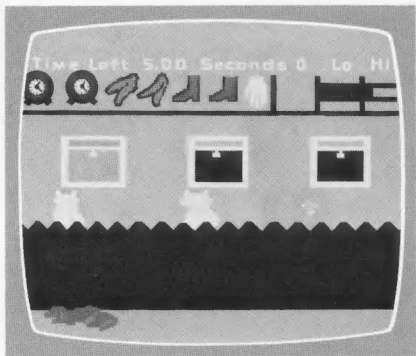
CAT-NAP is loaded with special features that add to the challenge of keeping the cats quiet.

Scruffy. He's the neighbor's dog. And if one of the cats falls on him, he'll run around and bark, making winning difficult and sleep impossible.

Sound Meter. It shows visually how much noise exists on-screen (as if you couldn't hear!)

Garbage Truck. This gives you more stuff to throw at the cats. It comes by just as you run out of things to throw.

Alarm Clocks & A.S.P.C.A. Ambulance. When you throw an alarm clock, you risk injuring the cat it's thrown at. If that happens, the A.S.P.C.A. Ambulance will come by, heal the injured cat, take any alarm clocks you might have, and make a lot of noise in the process. This doesn't mean you should ignore the alarm clocks, though. Sometimes they're worth using since they do keep a cat silenced longer than a boot or banana peel.



COPING WITH THE CAT-ASTROPHE

It's no fun being woken up in the middle of the night by a bunch of crazy cats. So we'll help you get back to sleep as fast as possible.

First, to avoid waking Scruffy, throw from the left window toward the right side of the screen. Use rapid fire. Don't wait for the objects you throw to hit. And try to hit two cats with one object whenever you can.

If that doesn't work, try catnip.

LIMITED WARRANTY

ZiMAG™ warrants the original consumer purchase of any diskette, cassette or ROM to be free of defects in workmanship for 90 days from date of original retail purchase. Magnetic Tape International will replace any defective product with identical product, provided it has not been damaged through misuse or handling. For replacement send the defective product, along with proof of purchase, to Magnetic Tape International, Gardena, CA. 90248.

ZiMAG™



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